Amendments to the Claims:

Please amend Claims 1-2, 8-10, 12-13, 15-19 and 21 and add new claims 22-24 as follows:

1. (Currently Amended) A method of reconstructing visual stimuli observable through a browser-based interface, comprising:

receiving ~~a selection of~~ content for reconstruction;

receiving ~~retrieving~~ data related to the content;

~~calculating an amount of~~ displaying a portion of the content based on the data; and

reconstructing the displayed portion, wherein the reconstructed displayed portion represents visual stimuli ~~as it was previously~~ displayed during a time period specified by a user.

2. (Currently Amended) The method of claim 1 wherein the data is a network address of online content displayed within a browser window at a point in time during the specified time period.

3. (Original) The method of claim 1 wherein the data is a two-dimensional offset of the online content displayed within a browser window.

4. (Original) The method of claim 1 wherein the data is a two-dimensional position of a pointing device.

5. (Original) The method of claim 1 wherein the data comprises textual and binary objects systematically displayed within each browser window.

6. (Original) The method of claim 1 wherein the data is a graphical image of online content as displayed in a browser window.

7. (Previously Presented) The method of claim 1 wherein the data is an inventory of objects that comprise online content, and a two-dimensional position of each object in a browser window.

8. (Currently Amended) ~~The method of claim 1~~

A method of reconstructing visual stimuli observable through a browser-based interface, comprising:

receiving content for reconstruction;

receiving data related to the content;

displaying a portion of the content based on the data; and

reconstructing the displayed portion, wherein the reconstructed displayed portion represents visual stimuli as it was previously displayed; and

wherein the data is a user eye position.

9. (Currently Amended) ~~The method of claim 1~~

A method of reconstructing visual stimuli observable through a browser-based interface, comprising:

receiving content for reconstruction;

receiving data related to the content;

displaying a portion of the content based on the data;

reconstructing the displayed portion, wherein the reconstructed displayed portion represents visual stimuli as it was previously displayed; and

wherein the data is a user pupil dilation.

10. (Currently Amended) The method of claim 1 further comprising displaying a portion of a parent web page in a child page as a function of a user input during the specified time period ~~retrieving data~~.

11. (Currently Amended) The method of claim 1 further comprising calculating a size of a visual area displayed.

12. (Currently Amended) The method of claim 1 further comprising masking an area of the content during reconstruction that was not displayed during the specified time period ~~a visual area~~.

13. (Currently Amended) The method of claim 12 further comprising displaying the unmasked content in relation to the masked content during the specified time period ~~displaying the visual area~~.

14. (Original) The method of claim 1 wherein data is stored as an article identifiable as an alphanumeric string.

15. (Currently Amended) The method of claim 1 wherein the content is displayed in a parent web page and a child web page, further comprising assigning a unique ID to the displayed ~~each~~ parent web page and the displayed ~~each~~ child web page.

16. (Currently Amended) The method of claim 15 further comprising ~~wherein the~~ calculating ~~calculates the original~~ a size and position of the child web page during reconstruction ~~each browser window as it was originally~~ ~~previously displayed~~.

17. (Currently Amended) The method of claim 1 further comprising time-stamping an event that occurred in the displayed content during the specified time period ~~calculating at least a visual area~~.

18. (Currently Amended) The method of claim 12 wherein the masking is achieved via colorizing of the content during the specified time period.

19. (Currently Amended) A system for reconstructing visual stimuli observable through a browser-based interface, comprising:

means for receiving ~~a selection of~~ content for reconstruction;

means for ~~retrieving~~ receiving data related to the content;

means for ~~calculating~~ displaying an amount of content to display based on the data; and

means for reconstructing the displayed portion, wherein the reconstructed displayed portion represents visual stimuli as it was previously displayed during a time period specified by the user.

20. (Canceled)

21. (Currently Amended) A computer readable medium comprising instructions for:

receiving an article of online content to be reconstructed;

receiving a specified ~~duration of~~ time period from a user to reconstruct ~~that~~ the online content that was visible during the specified time period;

receiving at least one composition used to represent visual stimuli as it was previously displayed; and

reconstructing the previous displayed visual stimuli based on the article of online content and the specified time period ~~duration of time~~, using the at least one composition.

22. (New) A computer readable medium comprising instructions for:

receiving visual stimuli;

receiving data related to the visual stimuli;

displaying a portion of the visual stimuli; and

reconstructing the displayed portion of visual stimuli as a function of a user's eye position.

23. (New) A method of reconstructing visual stimuli, comprising:

receiving visual stimuli;

receiving data related to the visual stimuli;

displaying a portion of the visual stimuli; and

reconstructing the displayed portion of visual stimuli as a function of a user's eye position.

24. (New) A system for reconstructing visual stimuli, comprising:

a module receiving visual stimuli;

a module receiving data related to the visual stimuli;

a module displaying a portion of the visual stimuli; and

a module reconstructing the displayed portion of visual stimuli as a function of a user's eye position.